

Gaming machine, Server, and Program With Image of Real Player

ABSTRACT

A gaming machine, with which a plurality of players play a game against each other, is provided so as to enable the players to perform realistic tactical interactions with each other. In a player-versus-player type gaming machine, a plurality of players including a virtual player prepared in advance play the game. Each virtual player is provided with individual personality data and/or response data and images of players are arranged to be displayed in accordance with these data. A change in expression of a real player may be captured by an image taking device.